



Pockets De Saisie Des Scores : Résult'Arc

MANUAL



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PRESENTATION

1. Delivered material

Les Pockets De Saisie Des Scores : Résult'Arc includes :

- 8 transport cases also used to recharge the pockets batteries
- 2 alimentation cases
- 2 sector power cables
- 8 connecting cables used to connect transport cases to alimentation cases
- 74 pockets
- 2 concentrators
- 2 USB cables used to connect the concentrator to the computer
- 1 antenna on its tripod
- 1 disc containing the software and its driver

2. Characteristics

Battery endurance : 40 hours

Outdoor range : 1,6 km

3. Functions

Les Pockets De Saisie Des Scores : Résult'Arc is a wireless equipment which ensures the scores management of FFTA archery competitions.

No rule is integrated (only the graft file is necessary), what guaranteed its operation even if there are changes in regulations.

Les Pockets De Saisie Des Scores : Résult'Arc provides 5 functions :

- management of the number of shooters on each target
- display of the numbers and the names of the shooters on each target
- scores entry of the ends of the shooters
- management of the scores of the ends and the cumulated score of each shooter
- remote recovery and storage in real time of scores (concentrator and PC).

These functions are automatised (without the scores entries) but the operator can intervene at any time via the software installed on the computer. All the intervention possibilities will be detailed later.



Only one pocket is necessary on each target, and all the pockets are implemented in the same time.



COMMISSIONING

1. Software install

The software install includes the following steps :

- Run the setup « Pockets De Saisie Des Scores.EXE».
- Chose the path of the directory in which the application must be installed (by default, the path is C:\Program Files\Pockets De Saisie Des Scores\»). Click Suivant.
- Read the sum up of the installation and click Suivant.
- The installation begins.

2. Driver install

The driver install includes the following steps :

- Connect the concentrator on an USB port of the computer.
- The « Assistant Matériel Détecté » window displayed. Click Suivant.
- Tick « Rechercher un pilote approprié pour mon périphérique ».Click Suivant.
- Tick « Lecteur de CD-ROM ». Clic on Suivant.
- Click Suivant.
- Click Terminer.

3. Pockets install

The pockets have to be put in service after a full charge of their battery.

First of all, the pockets must be manually started, one after the other, pushing successively the « A », « B », « C » and « D » keys. The pockets are put on a tripod for that purpose, two by two, at the targets level.

Then the pockets are waiting for being configured. No entry is possible while the configuration is not done. This configuration is realised by remote communication, by the operator, before the beginning of the event.

If one of the pockets is not recharged and have no battery, replace it by an other unused pocket.

OPERATION

1. Reminder

Each shooter has a number composed by the number of his target and his letter on this target.

We can have one to four shooters on each target. The graft enables to determined the dispersion of the shooters on the target.

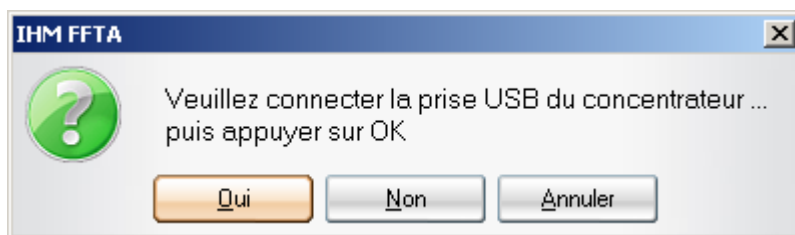
An electronic file called « Greffe.txt » represents it. This file is generated by the software « Résult'Arc ».

2. Pockets configuration

The « Greffe.txt » file must be placed on the directory of the software which manages the pockets. If it is not here, the pockets won't be configured.

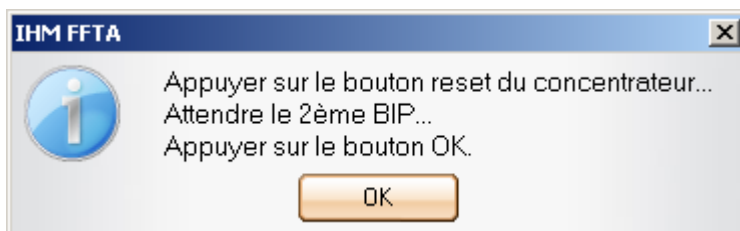
This configuration includes the following steps :

- Launch the software
- The following message can appear :



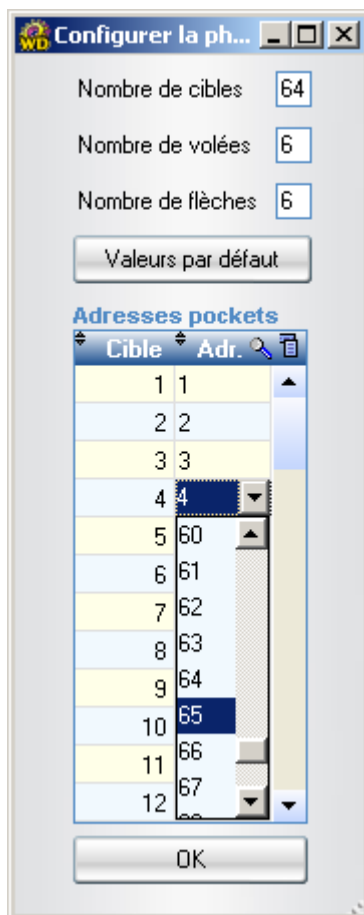
If so, connect the concentrator to the computer and click « Oui ».

- Then the following message appears :



Follow the instructions.

- Then the configuration window of the phase opens :



Fill in the first field by the number of target disposed on the shooting range. The two other fields depends of the type of the event (phase or duel).

If one of the pockets has no battery (for example the pocket number 4) and that it was replaced by the pocket whose address is 65 at the targets level, select « 65 » in the list of the addresses for the target number 4.

***Note :** the default configuration matches the pockets addresses with the targets numbers to which they are assigned. To restore this configuration, click « Valeurs par défaut ».*

Click « OK » to configure the pockets.

- Then the pockets are configured one by one. The status of the pockets configuration phase can be seen on the message bar at the bottom left of the window. The configured pockets appear in yellow in the bar symbolising the shooting range at the top of the window as shown in the following figure :



IHM FFTA

Fichier Aide ?

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64

Lecture des volées Etat des pockets

Commandes générales

Resetter pockets

Eteindre pockets

ROLLAND LAURA

Cible	Tireur	Volée	Tirée
1 A			<input type="checkbox"/>
1 B			<input type="checkbox"/>
1 C			<input type="checkbox"/>
1 D			<input type="checkbox"/>
2 A			<input type="checkbox"/>
2 B			<input type="checkbox"/>
2 C			<input type="checkbox"/>
2 D			<input type="checkbox"/>
3 A			<input type="checkbox"/>
3 B			<input type="checkbox"/>
3 C			<input type="checkbox"/>
3 D			<input type="checkbox"/>
4 A			<input type="checkbox"/>
4 B			<input type="checkbox"/>
4 C			<input type="checkbox"/>
4 D			<input type="checkbox"/>
5 A			<input type="checkbox"/>
5 B			<input type="checkbox"/>
5 C			<input type="checkbox"/>
5 D			<input type="checkbox"/>
6 A			<input type="checkbox"/>
6 B			<input type="checkbox"/>
6 C			<input type="checkbox"/>
6 D			<input type="checkbox"/>
7 A			<input type="checkbox"/>

Numero de volée	Volées	Score cumulé	Nb X	Nb 10	Nb 9
1		0	0	0	0
2		0	0	0	0
3		0	0	0	0
4		0	0	0	0
5		0	0	0	0
6		0	0	0	0

Lecture volée suivante

Configuration pocket n°41/64 en cours...

SOFTWARE MANAGEMENT


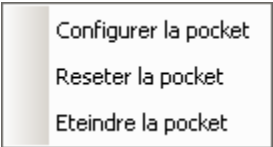
1. The shooting range

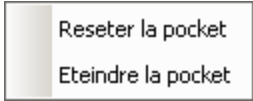
The shooting range is symbolised by the bar on the top of the window. It is divided into a number of boxes that each represents a target of the shooting range. A color code has been developed for easy reading :

Couleur	Description	Associated pop-up menu
	Pocket off	Type 1
	Pocket on but not configured (reseted)	Type 2
	Pocket configured	-
	Pocket waiting for the scores entries	Type 3
	End received	Type 3
	End received but incomplete	Type 3
	Cible not used	Type 4

Once the automatic pockets configuration done, all the configured pockets (yellow) automatically become in waiting for scores entries mode (blue).

There are several types of pop-up menu (righth click on the aimed target), according to the possible actions on the pockets :

Type of pop-up menu	Pop-up menu options
1	
2	

3	 <ul style="list-style-type: none">Forcer la volée en coursCorriger une voléeChanger de pocketSupprimer un tireurReseter la pocketEteindre la pocket
4	 <ul style="list-style-type: none">Reseter la pocketEteindre la pocket

All the options of these pop-up menu are the range of interventions available to the operator :

1.1. Option « Vérifier si la pocket est allumée »

This operation can be done only on a pocket which was previously put off.

It is actually an attempt to reset the pocket. The aimed target becomes white in the event of success (it can now be configured) but stay black if the pocket was not manually started.

1.2. Option « Configurer la pocket »

This operation can be done only on a reseted pocket.

It provides data to the pocket :

- the number of the target at which the pocket is assigned
- the letters of the shooters assigned to the target
- the names of these shooters
- the number of ends
- the number of arrows per ends

When data are obtained, the pocket waits for scores entries. On the shooting range, the target at which the pocket is assigned becomes yellow then blue.

1.3. Option « Reseter la pocket »

This operation can be done at any time without when the pocket is off.

It restarts the pockets which comes back to its home page (see paragraph *GESTION DES POCKETS*). On the shooting range, the target at which the pocket is assigned becomes white.

Note : before doing so, it is requested to the operator to confirm his choice because all data (configuration, scores) will be lost.

Only one end can be correct or completed in the same time. Click « Corriger » to validate the operation. The rectification is immediately done in the software and in the pocket.

Note : an interrogation point replace a missing arrow.

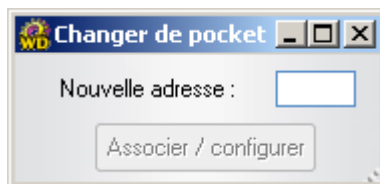
Note : once entered in end entry mode, to leave this line (by clicking outside) is equivalent to click « Corriger ».

1.7. Option « Changer de pocket »

This operation can be done only on a pocket already configured and waiting for the current end.

If the pocket assigned to the target in question has no battery or breaks down, it can be replaced by another unused pocket.

The following window opens :



Start the new pocket, then enter its address in the field provided for this purpose. This address is written in the back of this pocket. Click « Associer / configurer ». The pocket to replace turns off and the new one is immediately configured and the ends previously recorded are received.

Note : it is very important to **start the new pocket before clicking « Associer / configurer »**. If not, the new pocket will not be configured and will not receive the previous ends.

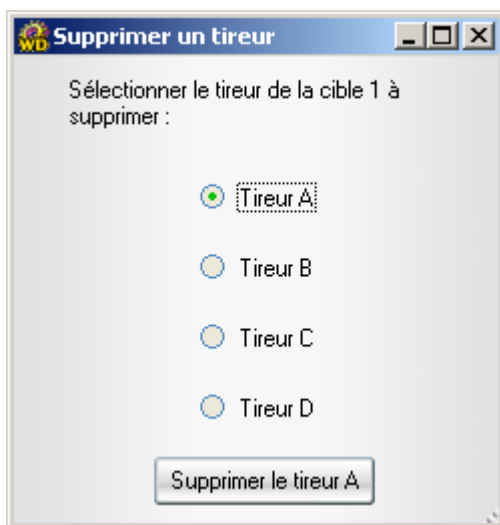
Note : if the mouse pointer stay approximately one second over a target, a bubble containing the address of the pocket associated will appear.

1.8. Option « Supprimer un tireur »

This operation can be done only on a pocket already configured and waiting for the current end.

It is usefull in the event of giving up of one of the shooters of the target.

Then the following window opens :



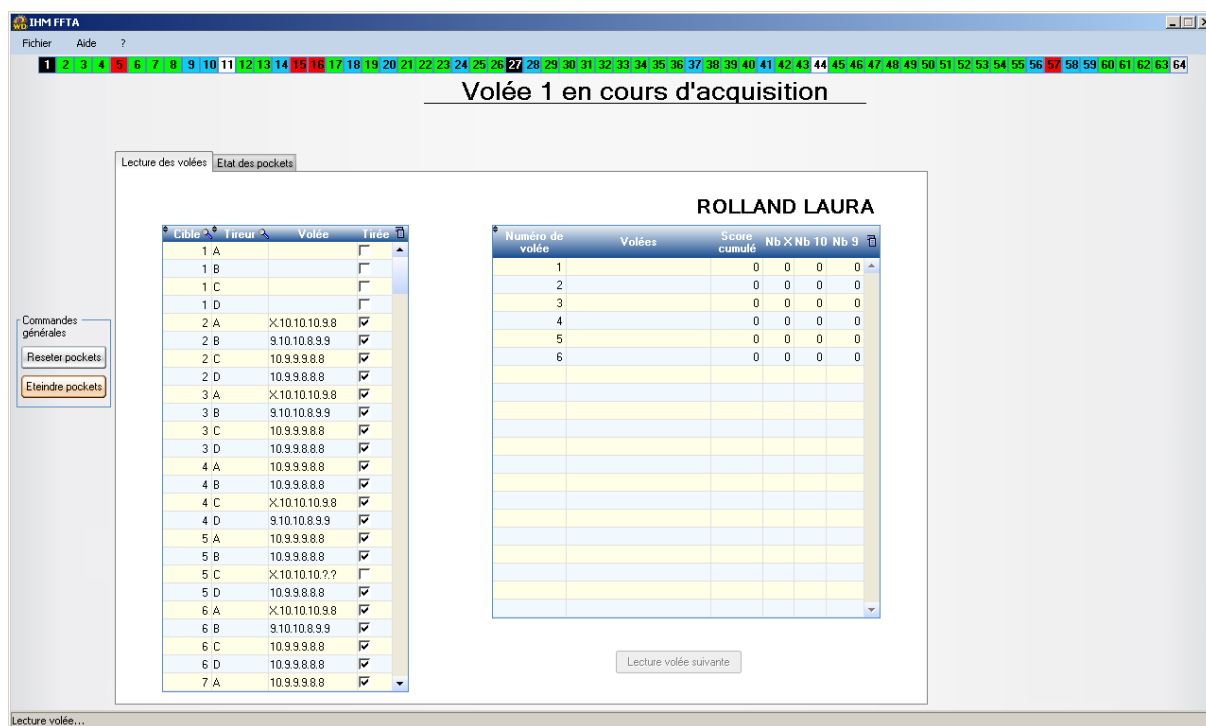
Choose the letter of the shooter to suppress (the default selected shooter is « A »), then click « Supprimer le Tireur X ». This shooter can't be selected anymore on the pocket.

2. Tab « Lecture des volées »

In the main window, there are 2 sections which give different data.

The first one is called « Lecture des volées ». There are two tables. The first one gives the current end received by the software, in agreement with the shooting range colors.

In the second table, there are all the ends of one shooter. This shooter is the one the operator click, in the first table. By default, the scores of the first shooter of the list are displayed. Moreover, his name is written above the table.



Cible	Tireur	Volée	Tirée
1 A			
1 B			
1 C			
1 D			
2 A	X10.10.10.9.8		
2 B	9.10.10.8.9.9		
2 C	10.9.9.8.8.8		
2 D	10.9.9.8.8.8		
3 A	X10.10.10.9.8		
3 B	9.10.10.8.9.9		
3 C	10.9.9.8.8.8		
3 D	10.9.9.8.8.8		
4 A	10.9.9.8.8.8		
4 B	10.9.9.8.8.8		
4 C	X10.10.10.9.8		
4 D	9.10.10.8.9.9		
5 A	10.9.9.8.8.8		
5 B	10.9.9.8.8.8		
5 C	X10.10.10.??		
5 D	10.9.8.8.8.8		
6 A	X10.10.10.9.8		
6 B	9.10.10.8.9.9		
6 C	10.9.9.8.8.8		
6 D	10.9.9.8.8.8		
7 A	10.9.9.8.8.8		

Numéro de volée	Volées	Score cumulé	Nb X	Nb 10	Nb 9	Nb 8
1		0	0	0	0	0
2		0	0	0	0	0
3		0	0	0	0	0
4		0	0	0	0	0
5		0	0	0	0	0
6		0	0	0	0	0

Below the second table, there is a button called « Lecture volée suivante » which is not active while all the targets of the shooting range are not green or red, it is to say while all the ends are not received. Once this button is active, the operator can click it in order to read the next end.

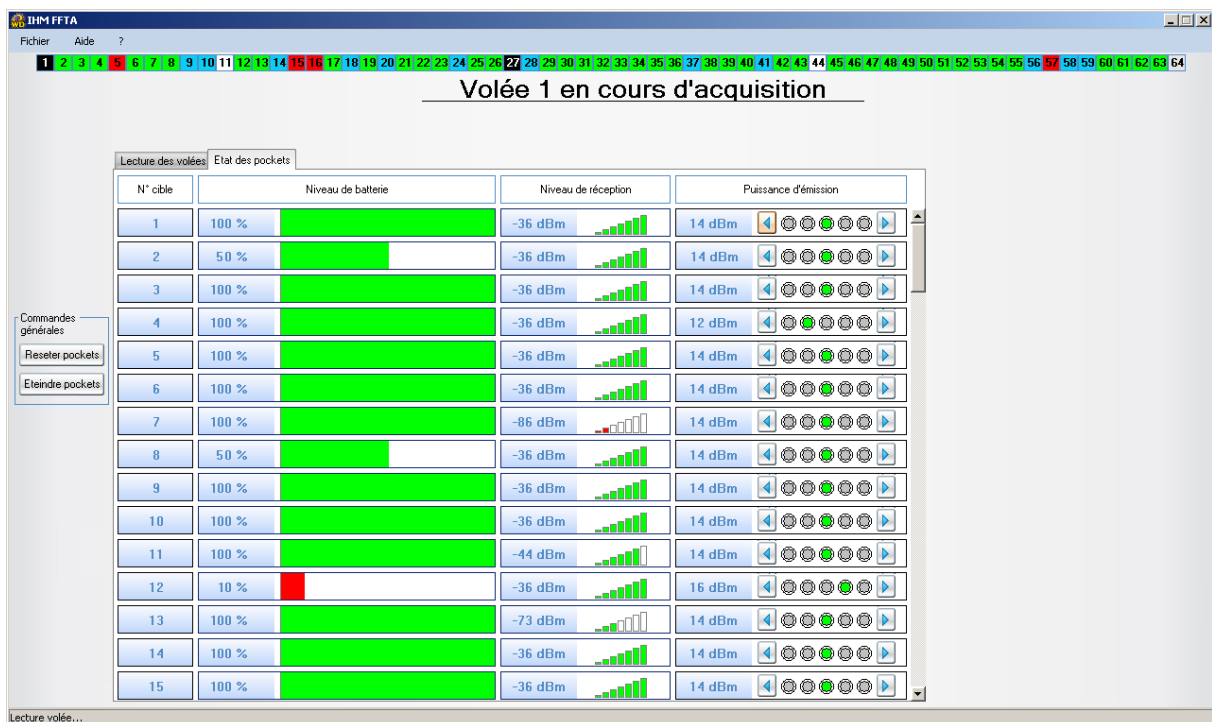
At this moment, a file bound to the software Résult'Arc is generated in the application directory. Moreover a backup copy of the event est done in the « Archives » directory.

Finally, all the targets of the shooting range become blue et the label « Volée X en cours d'acquisition » is updated.

3. Tab « États des pockets »

The second section of the main window is called « États des pockets ». There are four data for each pocket :

- the target number
- the battery level of the pocket assigned to this target
- the reception level of the pocket
- the emission power of the pocket (adjustable by the operator)



The three last data have a graphic representation. The battery level is represented as a gauge which becomes red when this level is too low (10%).

The reception level is represented as a bargraph. Below -80 dBm the bargraph becomes red.

The emission power is represented by five active ligths. By default each pocket has a 14 dBm emission power (middle active ligth). The operator is the only one person who can



modify this parameter. Click the left button to decrease the power or click the right one to increase it. The concerned button becomes inactive when the first or the last active light is turned-on. In the first time, the active light which is wanted to be turned-on becomes orange, then green when the pocket returns the confirmation of the change.

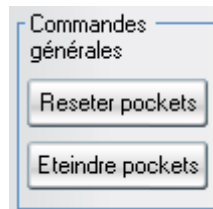
A numeric value accompanies each of these graphic representations.

All these data concerning the pockets status are updated when they are configured and each time they send an end.

4. General controls

At the left of the main window, there are two « general » buttons. They are said to be « general » because all the pockets are affected by their action. These buttons enable to :

- reset all the pockets
- turn off all the pockets



A message asks the operator to confirm his choice because when the pockets are reseted or turned off, all data contained in their memory (configuration and scores) are deleted.



MANAGEMENT OF THE POCKETS

1. Start of the pocket

By leaving its case, the pocket is still in sleep mode. There is nothing displayed in the screen. Only a key combination enables the pocket to wake up. This combination is « A, B, C, D ».

Once this combination entered, after few moments, a home message is displayed on the LCD screen. This message is :

			B	i	e	n	v	e	n	u	e		à		l	a			
F	é	d	é	r	a	t	i	o	n		F	r	a	n	ç	a	i	s	e
			d	e		T	i	r		à		l	'	A	r	c			

Top left of the screen, there are 4 battery level indicators. If the message « Batterie faible » appears flashing, it is better to change the pocket now and to put it back in its case in order to recharge its battery.

					B	a	t	t	e	r	i	e		f	a	i	b	l	e
				B	i	e	n	v	e	n	u	e		à		l	a		
F	é	d	é	r	a	t	i	o	n		F	r	a	n	ç	a	i	s	e
			d	e		T	i	r		à		l	'	A	r	c			

At this moment, the pocket user can't use it. He needs to wait for the operator to configure the pocket according to the event (number of shooters, number of ends, number of arrows per end, the target number, name of the shooters).

Once this operation done, to push one of the keys enables the user to enter his scores.

2. Ends acquisition

Entering in the ends acquisition mode, the battery level indicators disappear. However, the operator can do a remote verification of this level at any time, and will do everything necessary to change the pocket if it becomes necessary (see paragraph 5. Change of a pocket).



2.1. Ends entries

In this mode, some data are available : it is the target number (including the shooter letter), the accumulated score, the end number, the end score and the end itself :

2	3	B																	
C	u	m	u	l	:	8	4												
V	o	l	é	e	2	:	2	9											
9	.	1	0	.	X	.													

Target number: points to '2 3 B' in row 1, column 1-3.
 Accumulated score: points to '8 4' in row 2, column 7-8.
 End: points to '9 . 1 0' in row 4, column 1-4.
 End number: points to '2 9' in row 3, column 7-8.
 End score: points to '2 9' in row 3, column 7-8.

The end score and the accumulated score are updated at each arrow entry.

It is possible to change the shooter and to enter his end at any time, even if the end of the current shooter is not complete, by pushing the letter of the desired shooter.

Note : if the user push a letter button and that nothing happens, it means that this letter can't be selected because there is no shooter assigned to this target number.

2.2. Consultation of the score sheet

The user can also refer the score sheet at any time, by pushing the « Feuille de marque » key :

B	:	8	4			V	o	l	é	e	s	:	1	,	2				
1	0	.	1	0	.	8	.	X	.	7	.	1	0						
9	.	1	0	.	X	.													
		X	:	2				1	0	:	6				9	:	1		

Selected shooter: points to 'B' in row 1, column 1.
 Accumulated score: points to '8 4' in row 1, column 2-3.
 End 1: points to 'l' in row 1, column 9.
 Referred target number: points to '1 , 2' in row 1, column 13-15.
 End 2: points to 'X' in row 4, column 2.
 Number of X until end 2: points to '2' in row 4, column 4.
 Number of 10 until end 2: points to '1 0' in row 4, column 8-9.
 Number of 9 until end 2: points to '9' in row 4, column 16.

The « ↓ » and « ↑ » keys enable to scroll the ends of the same shooter, from the first to the last one, even if they are empty.



Like during the ends entry, it is possible to change the shooter and to refer all his ends.

To leave the score sheet, just push again the « Feuille de marque » key. The pocket then comes back to the entry mode, exactly in the same status (same shooter, same end, same arrow) that when the pocket enter in score sheet mode.

2.3. Correction of an arrow

Whether the fly is complete or not, there is always the possibility to correct an arrow entered by error, whether it is the last one or not.

The user just have to use the « ← » and « → » keys to scroll on the arrow to correct, then to enter the new score. Once this correction done, the cursor immediatly comes back at the end of the line in order to pursue the entry if it is necessary. The end score and the accumulated score are also updated.

Note : this operation cannot be done in the score sheet, even if the modification is performed.

2.4. End of end entry

Once the end entered for all shooters, push the « Validation » key to enter the next end.

Note : If all the arrows of all shooters have been entered, a warning message appears. This message indicates which shooters have forgotten at least one arrow. There are then two possibilities : the first one is to push the letter of the concerned shooter in order to come back to the end entry mode; the second one is to ignore the warning and to push again the « Validation » key. Then the user can enter the next end. It is impossible to come back to the previous end.

A	T	T	E	N	T	I	O	N	!		T	i	r	e	u	r	(s)
m	a	n	q	u	a	n	t	(s)	:		A	,	C				
C	o	n	f	i	r	m	e	r		:		E	n	v	o	i			
C	o	m	p	l	é	t	e	r		:		A	,	C					

3. Correction of an end

The operator have the possibility to do a remote correction of one of the ends of one of the shooters. In this case, the concerned end and the accumulated score will be immediatly changed, whether the user is entering an end or consulting the score sheet.



4. Validation forcing

If the user of the pocket forgets to validate the end or for an other reason of the operator, this one can decide to force the validation. As a consequence, the pocket proceeds to the next end, or to the score sheet if it is the last one.

The operator will be able to complete the recovered end (if it is uncomplete) and to send it to the pocket in the same way as the end correction.

5. Change of a pocket

If during an event, the battery of the pocket becomes low or if the pocket breaks down, the operator will decide to change it.

To this end, a new pocket will replace the old one, will be configured in the same way and the score sheet will be remote completed. Then the user can continue normally the event, where he have left it.

6. End of the event

Once the last end of the event is validated, the pocket automatically displays the score sheet, from which the user can not get out now.

Once the score sheet consulted, it is not usefull (or even possible) to turn off the pocket. It is the operator who, from a distance, will put it in « sleep » mode.

The pocket must be replaced in its case in order to recharge its battery.

7. Recharge of the pockets battery

Place the pockets in the space provided for this purpose, in the transport cases. Each alimentation case contains four connecting cables. Connect each of these cables to an alimentation case and connect the other extremity to a transport case. At last, connect the two sector power cables to the alimentation cases and then to a receptacle.

The two LEDs placed on the upper part of the pocket then both lighth up. The green one means that the pocket is power on and the red one means that it is in charge. When this LED go out, it means that the pocket is recharged.



OPERATION SECURITY

In the event of a thunderstorm, make sure that the lightning conductor of the antenna is connected to the ground.

If the event takes place abroad, verify the main current compatibility for the charger use.

The transport cases can stay connected to the charger during ten hours at the maximum after the end of the battery charge.



MAINTENANCE AND STORAGE

The pockets batteries must be recharged after use.

The transport cases can stay connected to the charger during ten hours at the maximum after the end of the battery charge.

If they are not used, the pockets can stay in their case without recharging during 2 months.

The transport cases must be stored in a dry place.

The pockets can be used in the rain, without risk of damage to the equipment or to the user.

It is recommended to remove the lid during storage of the equipment to enable a better ventilation after use in the rain.